

Nintendo

ENTERTAINMENT SYSTEM

WARRANTY AND SERVICE INFORMATION 3-MONTH LIMITED WARRANTY

REV-E

For Hardware, Game Pak[®]s, & Accessories

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)

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WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the NINTENDO WORLD CLASS SERVICE[®] Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE CENTER or you will be offered express factory service through a vendor. You also may refer to your yellow pages under the heading of Video Games - Service & Repair, for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is set forth on the back cover of this manual.

This warranty is valid only in the United States.

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NES-6C-USA

ZODDA'S
REVENGE™
STAR TROPICS
II.®

INSTRUCTION BOOKLET

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

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Thank you for selecting the Nintendo Entertainment System® Zoda's Revenge™: StarTropics II® Game Pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

TABLE OF CONTENTS

The Mystery of the Cipher.....	3
How to Start the Game.....	9
How to Play the Game.....	12
Weapons.....	15
Special Items.....	17
Enemies.....	19

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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THE MYSTERY OF THE CIPHER



ot long ago, high school student and part-time adventurer Mike Jones journeyed to the South Seas and single-handedly put an end to the schemes of an evil alien named Zoda. He also managed to save his uncle, the famous archaeologist Dr. Steve Jones, and seven space children from Zoda's clutches.



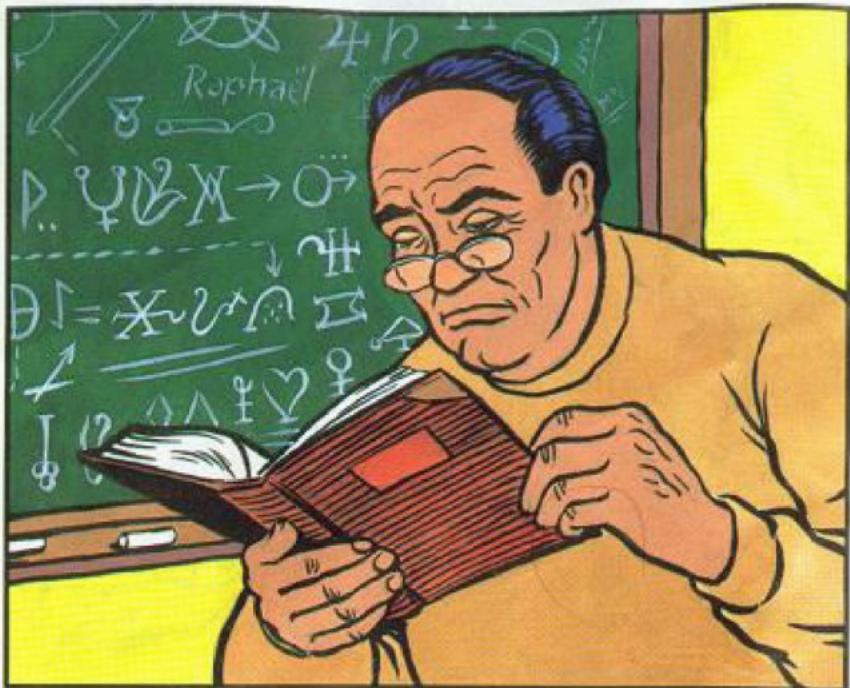
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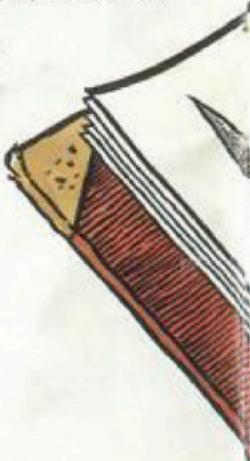




Mike has now returned to his home in Seattle where Dr. Jones is attempting to decipher a strange inscription that he found on the side of the space children's escape pod. The cipher was written by Hirocon, the leader of the planet Argonia. When Zoda's forces attacked Argonia, Hirocon sent the children away so that they could escape from the wrath of this powerful villain. If Dr. Jones can decipher the inscription, it may clue Mike in on how he can destroy the evil aliens once and for all.

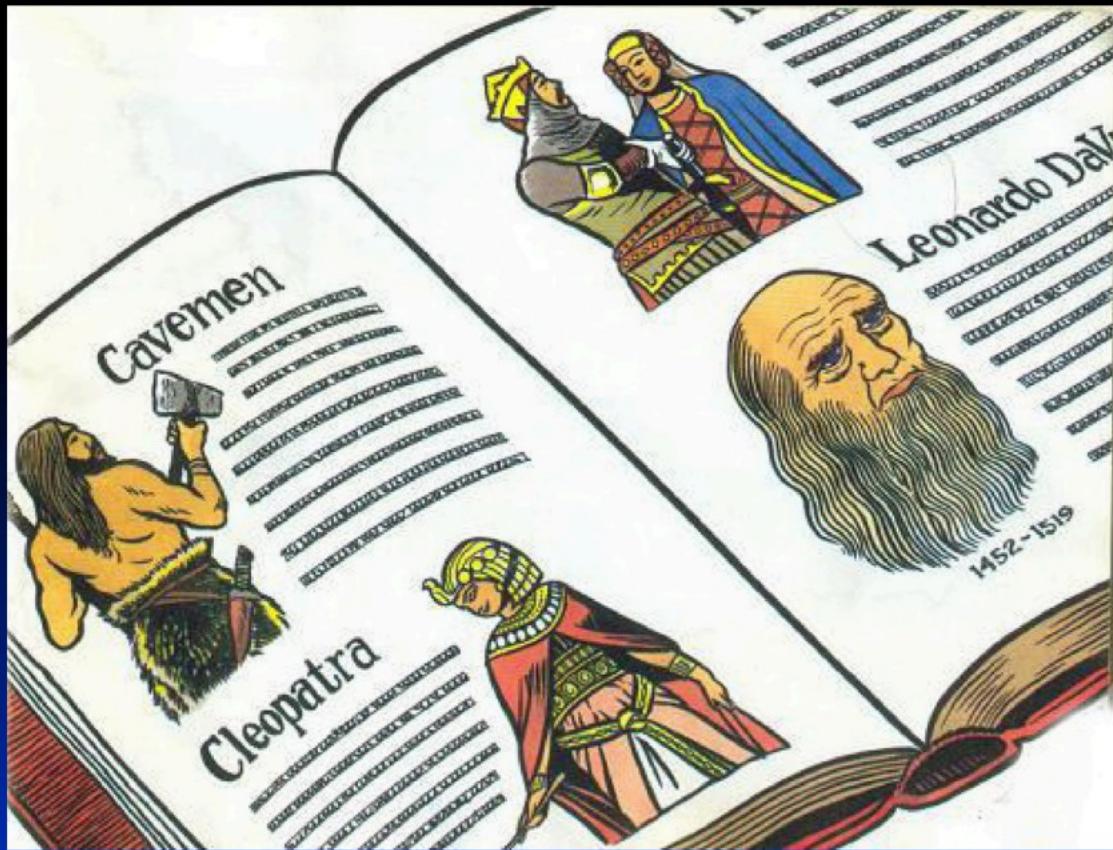


r. Jones believes that the answer to the puzzle lies somewhere in The Oxford Wonder World, a book that he received some time ago from a very wise old man. It includes stories of cavemen, Cleopatra, Leonardo da Vinci and many other people of the past. If Dr. Jones can uncover the mystery of the inscription, he might be able to find a connection between the stories in the book and the plight of the Argonians.



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HOW TO START THE GAME

Press the START Button at the Title Screen to enter the Menu Screen.



Menu Screen

NAMING YOUR CHARACTER

You must register your name before you can embark on your journey.

- At the Menu Screen, use the SELECT Button to move the cursor to the REGISTER YOUR NAME Selection, then press the START Button to enter the Register Screen.
- Use the CONTROL PAD to highlight letters and press the A Button to choose the letters as part of your name.
- Use the SELECT Button to move the cursor to the END Selection, then press the START Button to return to the Menu Screen.

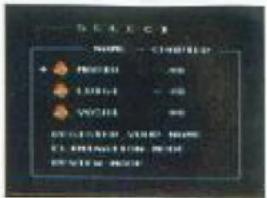


Register Screen

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STARTING THE GAME

At the Menu Screen, use the SELECT Button to move the cursor to the registered name that you want to use. Then press the START Button to go to the last place in the game where the data for that character was saved. If the character has not played before, you will go to the beginning of the game.



Menu Screen

ERASING AN OLD CHARACTER

- At the Menu Screen, use the SELECT Button to move the cursor to the ELIMINATION MODE Selection, then press the START Button.
- At the Elimination Screen, use the SELECT Button to move the cursor to the character that you want to erase, then press the START Button.
- Use the SELECT Button to move the cursor to the END Selection, then press the START Button to return to the Menu Screen.



Elimination Screen

REVIEWING A CHAPTER

You can return to any chapter that you have already completed by using the Review Mode.

- At the Menu Screen, use the SELECT Button to move the cursor to the REVIEW MODE Selection, then press the START Button.
- At the Review Screen, use the SELECT Button to move the cursor to name of the character whose progress you wish to review.
- Press Up or Down on the CONTROL PAD to change the character's chapter number, then press the START Button to go to the selected chapter.



Review Screen

The Review Mode does not affect the game data that you have previously saved.

QUITTING THE GAME

Your game data is saved automatically after every major accomplishment. If you want to quit, you can turn the power off or reset at any time, except when the following message is displayed on the screen:

NOW SAVING YOUR DATA...REFRAIN FROM TURNING POWER OFF OR RESETTING!

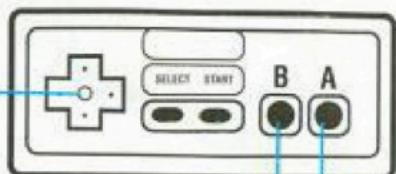
A battery is used to retain your game data for five years. However, depending on the conditions under which the Game Pak is kept (exposure to high temperature, etc...) the life of the battery may be shortened.

HOW TO PLAY THE GAME

There are two types of game play in Zoda's Revenge: StarTropics II. They are Travel Stages and Battle Stages. In Travel Stages, you will talk to people, gather clues and explore large areas. Battle Stages take place inside tunnels, caves and buildings. You will spend most of your Battle Stage time running, jumping and attacking enemies.

TRAVEL STAGE CONTROLS

Move Your Character



Check Your Status

Talk to Other Characters

Move Your Character

Talk to Other Characters

Check Your Status

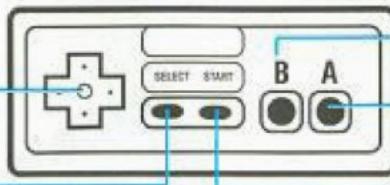
Controls are the same using the new version of the NES Controller.



Travel Stage

BATTLE STAGE CONTROLS

Move Your Character



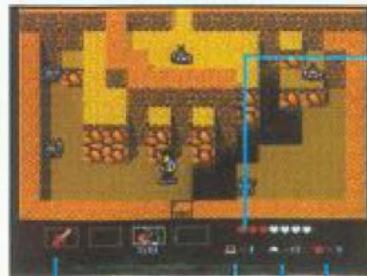
Attack

Jump

Pause/Resume

Choose Another Weapon

Weapons



Energy

Lives Remaining

Stars

Medicine

Battle Stage

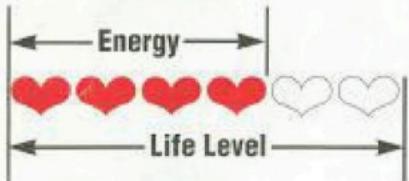
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SELECTING WEAPONS AND MAGIC ITEMS

Press the START Button to pause the game. Then choose a weapon by pressing Left or Right on the CONTROL PAD or press Up or Down on the CONTROL PAD to see the magic items that you have accumulated. If you want to use a magic item, use the CONTROL PAD to highlight the item, then press the A Button or B Button to use it.

Hearts Give Energy



The line of hearts at the bottom of the screen indicates your character's remaining energy. If all of the hearts are empty, your character will lose a life.

WEAPONS



Rocks



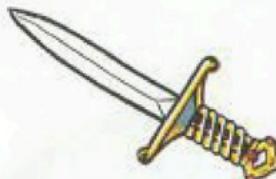
Tink's Axe



Dagger

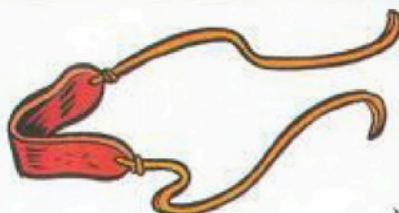


Katana





Slingshot



3-Way Shot



Spike Disc



Psychic Shock Wave

This power of the mind gets stronger
as you progress.

SPECIAL ITEMS



Flute



Try Your
Luck Sign



Dynamite



Small Heart
Restores some of your energy





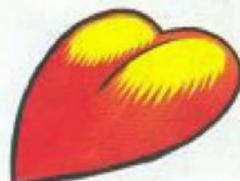
Star

Collect five to restore
some energy



Big Star

Makes Mike temporarily
invincible



Big Heart

Extends your energy capacity



Medicine

Restores five Small Hearts
worth of energy

ENEMIES



Yum-Yum



Wild Boar



Snowman



Bear



Scorpion





Bandit



Bandit



Skull Bug



Mini Mummy



Mummies—
Mini and Max



Cobra



Monster Mask



Monster Mask

ENEMIES



Golden
Child



Mashing
Miner



Muscle Man



Zodasaur



Sorcerer



Mashing Miner



Zodasaur

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Knight Rider



Rocker



Dragon



Silver Knight



Zoda



Dragon



Knight Rider



Zoda